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| **James Skett** | |
| **Software Engineer** | |
| **Contact**  Shape, icon  Description automatically generated[Jamesskett31@gmail.com](mailto:Jamesskett31@gmail.com)  07810158781  Walton-on-Thames, Surrey  Text  Description automatically generated[LinkedIn](https://www.linkedin.com/in/jamesskett/)  Shape  Description automatically generated with low confidence<https://github.com/JamesSkett>  <https://jamesskett.github.io/>  **Education**  First Class Honours  Software Development (Games)  Southampton Solent University  Sept 2015 – Jul 2018  **Relevant Units**  Console Development (PS4)  Gameplay and Game Design  Object-Oriented Development  Advanced Games Programming  Software Systems Development  **Skills**  C++ programming  Object-Oriented Development  PS4 Development (3 months)  Unity  C# programming  HTML/CSS  Unreal Engine 4  GitHub  TCP/IP | **Professional Summary**  Current IT Engineer, aspiring Software Developer. Possesses a keen eye for detail, passion for game development and creative problem solving. Learning C++ and working on personal projects with the goal of landing a junior position on a dynamic dev team*.*  **Work Experience**  Senior Field Engineer  Eduthing  Oct 2020 – present   * Providing IT support to multiple schools onsite and working on projects like network rebuilds/switching installation. * Being a senior, I am a point of escalation for other engineers, I also have led the onsite team on multiple successful projects.   IT Support Engineer  RivaNET  Nov 2018 – Oct 2020   * Based at a school in Oxshott providing excellent IT support. I was working on upgrading and maintaining servers and upgrading the Wi-Fi/switching systems as well as general classroom support.   **Projects**  Planet Hopper   * Developed and released a mobile game for IOS and Android with a friend of mine using Unity. We worked on this for around a year in our spare time after work. * I worked on a range of features within the game. I handled all the App/Play store side of things making sure we had a good store presence. * I also created a great level creation tool within unity to allow us to create levels and use them in the game straight away quickly and easily.   Big-Byte   * This is the first game I developed and released along with a friend. It is a top-down survival game where you must collect items to score more points while avoiding the bad stuff. * We developed the game in Unity and released it on the Play store. |